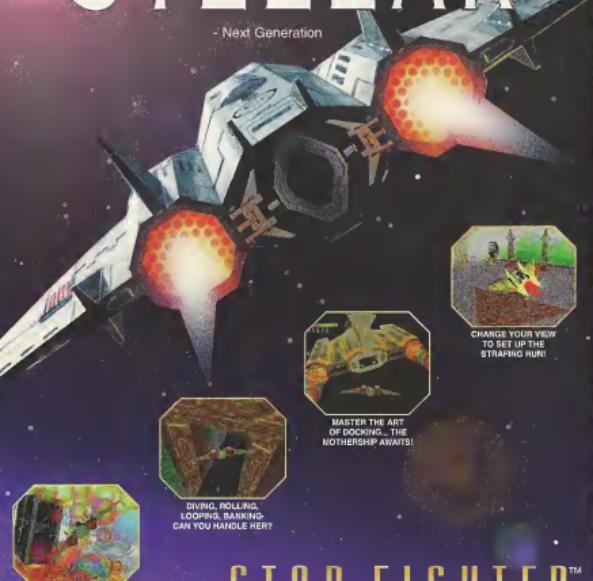


# "STELLAR"

- Next Generation



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KEEP YOU WELD ON  
THIS CY-PLANET!

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**Star Fighter:** One flaming warhawk thrusting you at Mach speed from the Earth's upper atmosphere to the warping vacuum of space where the only thing thinner than the air is your chance of survival. Swarms of enemy birds in real-time rendered-on-the-fly 3-D environments and enough ground-based lock-on firepower to ground you for good! Strap yourself in for a G-force, air-to-space challenge that'll separate the fly-boys from the fly-by-nights!



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# ALIEN TRILOGY™



The complete  
Alien Trilogy  
in one  
black-death,  
white-knuckle  
nightmare.



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FOR PLAY ON THE SEGA SATURN™ SYSTEM

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### HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

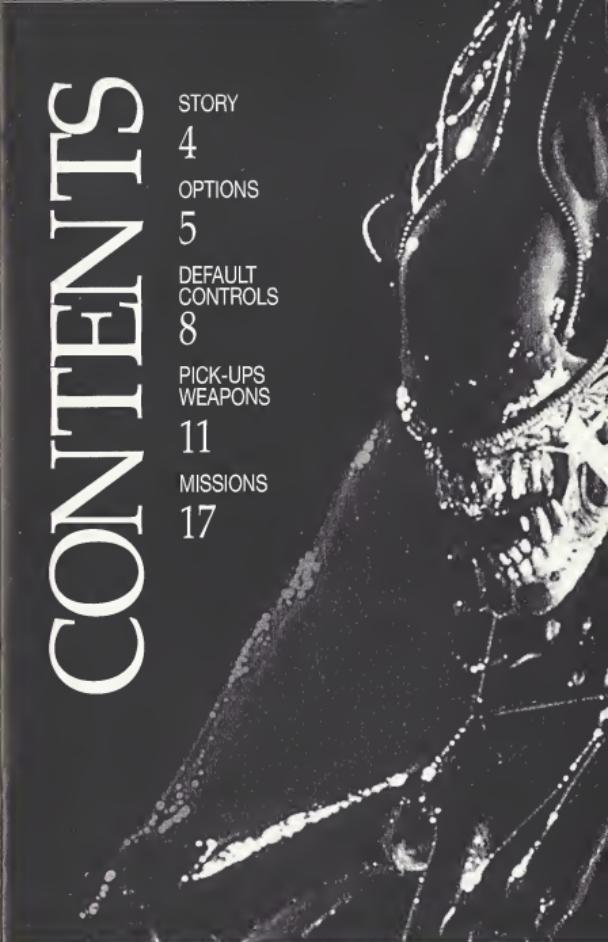
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

**NOTE:** Alien™ Trilogy is for one player.

2. Place the Alien™ Trilogy disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on screen Control Panel.

**IMPORTANT:** Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

## STORY

In the not-too-distant future, successful space colonization has become routine. The quaint concept of nations is a remote memory. The one organization to which all humans belong is the Company. All material needs are created and met by the Company. All human activity is subordinated to it. Even the armed forces are privatized, sworn to uphold the interests of the Company. By and large, humanity has survived intact throughout this era of interplanetary conquest. But now a host of parasitic alien seeds threaten the very existence of the human race. The Company wants to keep the deadly spawn alive for use as a secret weapon. Can the vicious Aliens be destroyed? Or will the Queen of Queens succeed in laying another savage generation in the guts of hapless planetary populations? The task of saving humanity comes down to... you.

You're Lt. Ripley, a staff alien stomper. You're a million miles from home. Your fellow marines have just been wiped out in an alien ambush. Now the whole planet colony on LV426 is threatened by the egg laying aliens—and the Queen of Queens. You could use all the help the Company can muster... too bad they're working against you! As Ripley, you'll soon be cursing the day you ever heard of the Company! But for now, you've got to concentrate... watch every movement... listen for every sound... if you can hear above your pounding heart! Steady, Lt. Ripley... just take it one....

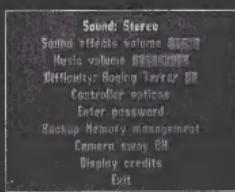


...you're ... on your own...

# GETTING STARTED

After the opening intro, the Alien™ Trilogy Title Screen appears. You can press Start at any time during the intro to bring up the title screen. You will see the title screen with START GAME and OPTIONS. To begin play before or after setting options, highlight START GAME and press Start. To set OPTIONS, highlight OPTIONS and press Start.

To return to a previous screen, press the C BUTTON.



## OPTIONS

To set game options, press UP or DOWN on the D-PAD to highlight the desired option, and LEFT or RIGHT to toggle to the preferred setting. To begin play, highlight Exit and press the START or A BUTTON.

## SOUND

Pressing LEFT or RIGHT will set the sound to MONO or STEREO.

## SOUND EFFECTS VOLUME

Set the volume of sound FX by pressing LEFT or RIGHT on the D-PAD to increase or decrease the volume setting.

## MUSIC VOLUME

Set the music volume by pressing LEFT or RIGHT on the D-PAD to increase or decrease the volume setting.

## DIFFICULTY

Set the skill level of the game to Acid Rain (Wimp), Raging Terror (Average Joe) or Xenomania (Prepare to Die) levels.

## CONTROLLER OPTIONS

Choose from 4 pre-set button configurations to find the one that suits your play style.

Press LEFT or RIGHT

on the D-PAD to

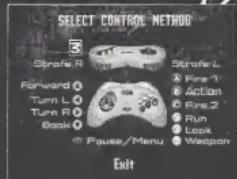
select the controller

configuration. Press

the START or A

BUTTON to return to

the Options Screen.



## ENTER PASSWORD

This option allows you to enter a passcode that lets you restart a game from the beginning of the level associated with the passcode. To enter a passcode, press the D-PAD to highlight a character and the START or A BUTTON to input it. To erase a character, highlight [DELETE] and press the START or A BUTTON.

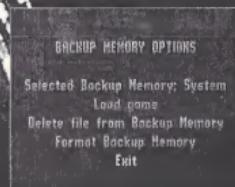
When your passcode is complete, highlight [ACCEPT] and press the START or

A BUTTON to begin play. If you wish to exit this option without entering a passcode, highlight [QUIT] and press the START or A BUTTON.



## BACKUP MEMORY OPTIONS

This Option Menu allows you to load in a previously saved game.



*NOTE: This game will save to the internal or external (Memory Cartridge) memory.*

Your Sega Saturn™ automatically detects the presence of a Memory Cartridge.

To load a previously saved game, move the highlight to LOAD GAME and press the START or A BUTTON.

You may then highlight the desired game from the list of previously saved games and press the START or A BUTTON. Your selected game will now play. If all the save slots are full, you may save over an existing game, or delete ALL saved Alien™

Trilogy games by highlighting DELETE FILE and pressing the START or A BUTTON.

If you wish to erase all of the contents of the internal or external memory, you may select FORMAT and press the START or A BUTTON. You'll be asked to confirm your choice. Choose YES to erase and NO to cancel, then press the START or A BUTTON.

## CAMERA SWAY

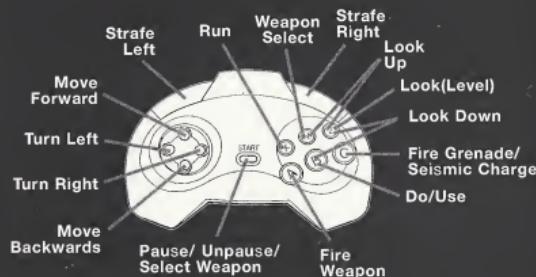
Choose to play with realistic camera sway Off or On.

## EXIT

When you're through setting options, highlight EXIT and press the START BUTTON to return to the main menu, where you can choose START GAME to begin play.

## DEFAULT CONTROLS

To return to the Title Screen at anytime during game-play hold down the A, B, C & START BUTTONS.



### Action:

This button (B BUTTON) does different things depending on your situation. If you're in front of a door, press this to open it. If you are in front of a control panel or battery panel, press this button to activate it.

### Firing Weapons:

Press this button to fire the currently selected weapon. Weapons fire in the direction you are facing.

### Opening Doors:

As you make your way through the world of Alien™ Trilogy you will come across several different types of doors which you must open. Some of these require control panels to be activated in order to supply power to them. They may then be opened by pressing the DO/USE button.

### Toggle Through Weapons:

During game play, toggle through weapons by pressing the Y BUTTON.

### Elevators:

Many areas you will come across feature elevators, some of which can only be activated by triggers or control panels. Some you can see and others are less obvious.

## THE ALIEN WORLD...

### YOUR STATUS DISPLAY PANEL

This is your link to reality, and your only hope of coming out of your ordeal alive. Watch it closely for vital information about the current status of your health, weapons, aliens detected, and items in inventory.



### 1. Current Weapon

Your current weapon appears in your hand.

### 2. Ammunition Remaining

The number of shots remaining are displayed on the bottom left of your screen.

### 3. Energy

Your energy is measured by a numbered meter and graph located at the top right of the screen. When the number reaches 0, you lose!

### 4. Armor

The state of your armor is displayed below your energy level. The panel turns red when you are under attack. The more hits you take, the more the armor deteriorates, until it is rendered useless, at which time it will disappear from the panel.

### 5. Seismic Survey Charges

The number of Seismic Survey Charges remaining is displayed below your energy level meter.

# PICK-UPS

## WEAPONS & WEAPON PICK-UPS

As Lt. Ripley, you begin the game with a standard-issue 9mm automatic pistol. Throughout the game, you'll come across different weapons or items that can be used as weapons. To pick up a weapon or ammunition, walk over it. A sound will indicate that it has been collected. Ammunition for the various weapons can be picked up as you play. There are varying limits to the amount of ammo you can carry for each weapon. You can carry all your weapons at once. Your current weapon is displayed on screen in your hands. There are two ways to view your available weapons:

- Press the START BUTTON to pause the game and bring up the Pause Selection Screen. To arm yourself with a different weapon from your available supply, press UP or DOWN to toggle through them, then press the START or A BUTTON when the desired weapon is highlighted.
- You can switch weapons during gameplay by pressing the Y BUTTON until the desired weapon appears in your hands.



### Seismic Survey Charges

Not what market researchers charge for finding out if you like canned haddock. These explosive devices can clear an entire area! They are launched by pressing the C BUTTON with any weapon EXCEPT the pulse rifle (which fires grenades on this button). The closer an enemy is to an exploding Survey Charge, the more damage is done. Be warned! The Seismic Survey Charge may also be useful for finding hidden areas, but if it explodes close to you, you take a big damage hit!



### 9 mm clip

Default ammunition. This is the most plentiful but least powerful ammunition. Pick up extra ammo whenever you can. You can carry a maximum of 150 rounds, with varying numbers of shots per clip.



### Shotgun

This is more powerful than the 9mm and will allow you to give more damage to enemies and to remove certain items blocking your path which the 9mm is not powerful enough to destroy.



### Shotgun Shells

Shells are found in groups of 10. You can carry a maximum of 100 shells.



### Pulse Rifle

Using the power of pulsed rifle fire, this deadly weapon does double duty as a rifle and a grenade launcher, packing real stopping power. You can collect magazines for the rifle and grenades for the built-in grenade launcher.



### Pulse Rifle Clips

Clips hold varying amounts. You can hold a maximum of 999 rounds at a time.

### Pulse Grenades

These advanced grenades will blast apart walls, doors, and living things, but must be used with caution: get too close and you'll be throwing yourself a fatal bouquet! Players can hold up to 20 grenades at a time.



### Flame Thrower

Roast some alien eggs with a burst of nitro-jelly! The flame thrower holds one canister of fuel at a time, but you can carry up to 500 bursts of fire.



### Fuel for Flame Thrower

When you're low or out of fuel, collecting a canister will top up the tank.



### Smart Gun

This large machine gun is the most powerful weapon available. It can fire at multiple enemies at any time!



### Smart Gun Magazines

Each magazine holds 100 rounds. Players can hold up to 10 magazines.



## UTILITY PICK-UPS

### Auto-Mapper

Use this device to track your progress through the ordeals that await you.

The Auto-Mapper shows your position relative to your surroundings, and displays the location of doors (bright green lines) and crates (red squares).

When the Auto-Mapper is displayed, pressing the A BUTTON will magnify the display for greater detail. Press the A BUTTON again to return to the regular scale display. Note that certain areas are not detected by the Auto-Mapper.



### Battery pack

Pick up precious power cells whenever you can. They can help you open doors and power-up your EXIT airlock on double width control panels.

# HEALTH PICK-UPS

## Acid Boots

These allow you to walk through acid without taking damage.



## Acid Vest

The Acid Vest offers good upper body protection, but does not shield the arms.



## Body Armor

This suit will give you full body protection for as long as it lasts.



## Adrenaline Burst Pack

Get a maximum shot of pure 200% energy.



## Hypo-pack

The Hypo-pack will restore your energy to 100% and give you 20 seconds of invulnerability.



## Medical Kit

Collect a Medical Kit for a 20% energy boost.



## Derm Patches

These will give you an extra 1% energy.



## IN-GAME SCREEN OPTIONS

The following screens can be called up at any time during game play by pressing the START BUTTON to pause the game, then highlighting Options and pressing the A BUTTON or Right on the D-PAD. Press UP or DOWN on the D-PAD to highlight the desired option and press the A BUTTON to select it.

• To return to the game, press the START BUTTON .

### SFX VOLUME:

Change the volume of the sound effects by pressing the A BUTTON to increase or decrease the meter.

### CDDA VOLUME:

Change the volume of the music (CD Digital Audio) by pressing the A BUTTON to increase or decrease the meter.

### EXIT GAME:

To quit the current game and return to the Main Menu screen, press the A BUTTON. Toggle between YES or NO with the LEFT or RIGHT D-PAD, then press the A BUTTON.

## GAME SECTIONS

There are three main game sections in Alien™ Trilogy. Each has its own unique challenges. You must persevere through all the various levels of a section to go on to the next.

## MISSION BRIEF SCREEN

Before each mission, a screen will appear detailing your immediate goals. You must try to get the highest completion percentage possible.



If you do not do well enough, you will have to go back and try the mission again. If you excel at a mission, you may be rewarded with a bonus level full of useful pick-ups!

## BETWEEN LEVEL OPTIONS

When you have successfully completed a level, you will be given a password. Note this down if you wish to return to this point in the future.

You may save your game to the internal or external (Memory Cartridge) memory.

## MISSION ASSESSMENT SCREEN

At the end of each level, you will see a Mission Assessment Screen, which displays the number of enemies killed, the number of secret areas found and the percentage of the mission you have completed.



The three main game sections are briefly detailed below, along with a few of the dangerous areas you'll need to master!

## LV426 COLONY COMPLEX

- Entrance



- Inner Complex

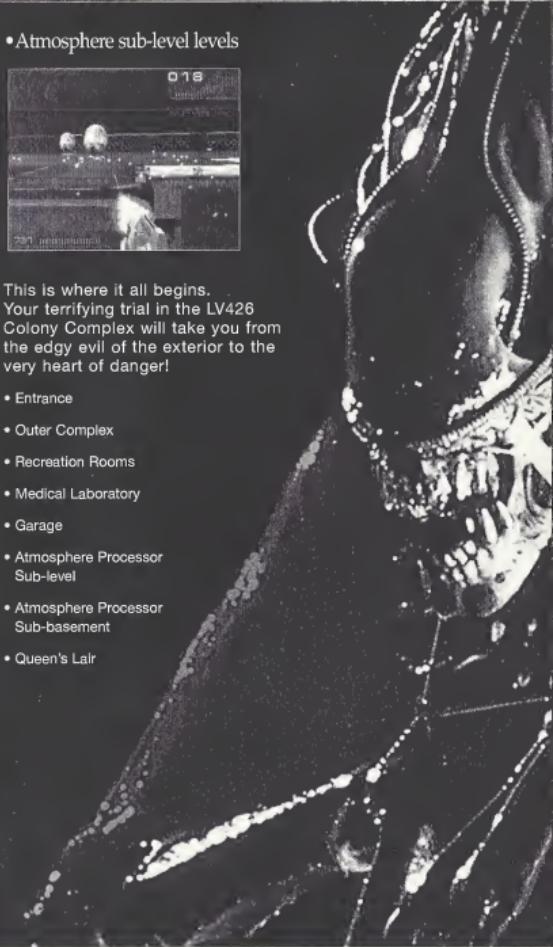


### • Atmosphere sub-level levels



This is where it all begins. Your terrifying trial in the LV426 Colony Complex will take you from the edgy evil of the exterior to the very heart of danger!

- Entrance
- Outer Complex
- Recreation Rooms
- Medical Laboratory
- Garage
- Atmosphere Processor Sub-level
- Atmosphere Processor Sub-basement
- Queen's Lair



# PRISON

•Living Area



•Meeting Tower



•Lead Mould sublevels



This prison planet is where the abandoned criminals end up. It's the end of the line for a group of terminal losers who are now your last chance of survival. The prison has been cut off by the Company, left adrift in space on a once-vital planet with a decaying infrastructure.

The prisoners subsisted by keeping a closely knit but perilously fragile sense of community alive...Until Ripley crashes there, unaware that she's riding with a host of alien seed stowaways! Now she believes she must battle to destroy the aliens for the Company!

## LIVING AREA

- Canteen and Stores
- Meeting Tower
- Leadworks
- Mining and Smelting
- Furnace Control Room
- Lead Mould
- Queen's Lair

## DERELICT SPACESHIP

•Tunnels (entrance way)



•Secrets



•Pilot's Chambers

The Alien Ship where it all started. Ripley has to search her way through this vast vessel to find the ultimate Queen!

- Tunnels
- Pilot's Chamber
- Canyons
- and Catacombs
- Secrets
- Droplifts



# ENEMIES

## Aliens

These are the alien fiends you will have to contend with. They have varying degrees of power, and it will take differing amounts of firepower to destroy them. Be constantly on your guard!



Chest Burster



Adult Dog  
Alien



Face Hugger



Warrior



Young Dog  
Alien



Queen

# COMPANY ENEMIES

The Company hopes to bring the Aliens back alive to use as a secret weapon. To aid this scheme, they have unleashed a variety of human menaces to hinder you. Be careful, Lieutenant!



Company  
Soldiers



Alien Handler



Company  
Synthetic



Security Guard

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